

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (previously presented): A gaming device operable under control of at least one processor, said gaming device comprising:

at least one input device; and

at least one display device, wherein said display device and input device are operable with the processor to:

display a base game operable upon a wager by a player,

display an occurrence of a triggering event associated with the base game,

initiate a bonus round upon the occurrence of the triggering event, said bonus round including a plurality of different bonus games, said bonus games including at least one accumulation bonus game and a plurality of selection bonus games,

enable the player to pick a plurality of masked selections in each of said selection bonus games, said selections in each selection bonus game including at least one functional symbol and at least one credit symbol, wherein, for each play of the selection bonus game, the player is enabled to pick at least one of said masked selections in said selection bonus game,

provide an outcome for each selection bonus game to the player based on the selections picked by the player in said selection bonus game, and

provide a bonus round outcome to the player based on the selections picked by the player accumulated in said accumulation bonus game.

Claim 2 (original): The gaming device of Claim 1, wherein each bonus game includes a different functional symbol.

Claim 3 (previously presented): The gaming device of Claim 1, wherein at least one credit symbol and at least one functional symbol are associated with at least one of the selections.

Claim 4 (previously presented): The gaming device of Claim 1, wherein at least one of the functional symbols modifies the number of selections presented to the player to be picked in one of the bonus games.

Claim 5 (previously presented): A gaming device operable under the control of at least one processor, said gaming device comprising:

- a plurality of games, said games including a first game and a second game;
- a plurality of masked selections in each game;
- a plurality of advances, wherein a plurality of said advances have different values, at least one of said advances being associated with at least one of the masked selections in each of the games;
- a plurality of picks of the masked selections provided to the player upon initiation of the first game;
- an input device operable with the at least one processor to enable the player to use the picks to pick masked selections in the games, wherein the values associated with the advances of the masked selections picked by the player are accumulated; and
- an award adapted to be provided to the player based on the accumulated values of the advances.

Claim 6 (previously presented): A gaming device comprising:

 a plurality of independent games, wherein at least two of said games are different, wherein each said different game has at least one different function;

 a plurality of advancements associated with each of a plurality of player opportunities in said games, wherein, for each play of the games, at least one of said player opportunities is used by the player in each of said games and at least one advancement is accumulated in each of said games, and wherein, upon accumulating a predetermined number of advancements, a plurality of credit values are associated with each of said plurality of player opportunities in each game; and

 an award adapted to be provided to the player based on an accumulated number of credits obtained by the player in the games using the player opportunities.

Claim 7 (previously presented): A gaming device comprising:

 a game including a plurality of independent games, wherein at least two of said independent games are different, wherein each said different independent game has at least one different function;

 a plurality of advancements associated with each of a plurality of player opportunities in said independent games, wherein, for each play of the game, the player is enabled to use the player opportunities in said independent games and at least one advancement is accumulated in each of said independent games, and wherein, upon accumulating a predetermined number of advancements, a plurality of credit values are associated with each of said plurality of player opportunities in each independent game; and

 an award adapted to be provided to the player in the game based on an accumulated number of credits obtained by the player in the independent games using the player opportunities.

Claim 8 (previously presented): The gaming device of Claim 1, wherein the outcome of at least one bonus game is based on the outcome of at least one other bonus game.

Claim 9 (previously presented): The gaming device of Claim 5, which includes a predetermined value associated with the advances of the selections, wherein, upon accumulating said predetermined value, a plurality of credit values is associated with the selections in each game.

Claim 10 (previously presented): The gaming device of Claim 9, wherein the credit values associated with the selections picked by the player are accumulated.

Claim 11 (previously presented): The gaming device of Claim 10, which includes an award provided to the player based on the accumulated credit values.

Claim 12 (previously presented): The gaming device of Claim 5, wherein the accumulated values associated with the advances of the selections picked by the player are provided to the player if the player achieves a predetermined number of advances in at least one of the games.

Claim 13 (previously presented): The gaming device of Claim 5, wherein at least one of the selections includes an eliminator selection, wherein, if the player picks said eliminator selection, at least one of the other selections is eliminated.

Claim 14 (previously presented): The gaming device of Claim 5, wherein at least one of the selections includes a pick-again selection, wherein, if the player picks said pick-again selection, the player is enabled to pick at least one of the other selections without using a pick.

Claim 15 (previously presented): The gaming device of Claim 5, wherein at least one of the selections includes an ultimate pick selection, wherein, if the player picks said ultimate pick selection, the player is enabled to determine whether to keep an award associated with said selection or pick another selection.

Claim 16 (previously presented): The gaming device of Claim 7, wherein at least one of the player opportunities is used by the player in each of the independent games.

Claim 17 (previously presented): The gaming device of Claim 7, wherein at least one advancement is accumulated in each of said independent games where the player uses one of the player opportunities.

Claim 18 (previously presented): The gaming device of Claim 7, wherein the player opportunities include a predetermined number of picks of a plurality of selections in at least one of the independent games.

Claim 19 (previously presented): The gaming device of Claim 7, which includes an outcome based on the accumulated number of advancements obtained by the player.

Claim 20 (previously presented): The gaming device of Claim 19, wherein said outcome includes additional player opportunities.

Claim 21 (previously presented): The gaming device of Claim 7, which includes an outcome based on whether the player accumulates a predetermined number of advancements.

Claim 22 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one memory device; and

at least one processor configured with said display device, input device, and memory device to display:

~~a first outcome resulting from of a first component of a first game;~~

~~a second outcome different from said first outcome resulting from of a second component of said first game; , wherein said second outcome is different from said first outcome, and wherein said second outcome is determined by said first outcome, and~~

an outcome of a second game, said second game including at least one component not in the first game, wherein said second game is initiated upon at least achieving the second outcome of the second component of the first game, and wherein said second outcome of said second game is only determined by said first outcome; and of the first component of

~~a display device adapted to display the first game and the second game.~~

Claim 23 (previously presented) The gaming device of Claim 22, wherein the first component of the first game includes a selection game having a predetermined number of picks of the selections provided to the player, said selection game including at least one numeric symbol associated with a plurality of selections, wherein the first outcome of said selection game is based on the numeric symbols associated with the selections picked by the player in said selection game.

Claim 24 (previously presented): The gaming device of Claim 23, wherein the second component of said game includes an advancement game having a predetermined number of advancement positions, wherein any numeric symbol associated with a selection picked by the player in the first component of the first game indicates the number of advancement positions advanced by the player in said advancement game, and wherein the initiation of the second game is based on advancing the predetermined number of advancement positions in the advancement game.

Claim 25 (currently amended): The gaming device of Claim 24, wherein the outcome of the second game includes an outcome, said outcome including an award based on numeric symbols associated with at least one selection picked by a player.

Claim 26 (previously presented): A gaming device operable under control of at least one processor, said gaming device comprising:

at least one input device; and

at least one display device, wherein said at least one display device and said at least one input device are operable with the at least one processor to:

display a base game operable upon a wager by a player,

display an occurrence of a triggering event associated with the base game,

initiate a first bonus game upon the occurrence of the triggering event, said first bonus game including a selection component and an advancement component, wherein a selection outcome of the selection component determines an advancement outcome of the advancement component,

initiate a second bonus game upon achieving a predetermined outcome of the advancement component of the first bonus game, said second bonus game including at least one selection component, wherein said predetermined advancement outcome includes advancing a predetermined number of advances in the advancement component of said first bonus game,

enable the player to pick a plurality of masked selections, said selections including a plurality of symbols in the selection component of the first bonus game and the selection component of the second bonus game, wherein an outcome of the selection component of the second bonus game is adapted to be provided to the player based on the masked selections picked by the player in said second bonus game,

provide a predetermined number of picks of the selections of the selection component of said bonus games, and

display each component of said bonus games.

Claim 27 (previously presented): The gaming device of Claim 26, wherein the selection outcome of the selection component of the first bonus game includes a plurality of advances in the advancement component of said first bonus game.

Claim 28 (previously presented): The gaming device of Claim 26, wherein the selections include a plurality of symbols associated with a value, wherein said value defines a function in the selection component of the first bonus game and wherein said value of said symbols define a number of credits in the selection component of the second bonus game.

Claim 29 (previously presented): The gaming device of Claim 28, wherein the functional symbols associated with the selections picked by the player in the selection component of the first bonus game determine the number of advances advanced by the player in the advancement component of said first bonus game.

Claim 30 (previously presented): The gaming device of Claim 28, wherein at least one of the functional symbols associated with the selections picked by the player in the selection component of the first bonus game modifies the number of selections presented to the player to be picked in the selection component of said bonus game.

Claim 31 (previously presented): The gaming device of Claim 28, wherein the credit symbols associated with the selections picked by the player in the selection component of the second bonus game determine the number of credits provided to the player.

Claim 32 (previously presented): The gaming device of Claim 31, wherein the number of credits associated with the selections picked by the player in the selection component of the second bonus game are accumulated.

Claim 33 (previously presented): The gaming device of Claim 26, wherein the outcome of the selection component of the selection game includes an award based on the number of credits provided to the player.

Claim 34 (previously presented): A gaming device operable under control of at least one processor, said gaming device comprising:

at least one input device; and

at least one display device, wherein said at least one display device and at least one input device are operable with the at least one processor to:

display a first game operable upon a wager by a player,

display a plurality of selections in said first game,

associate at least one functional symbol with the selections;

provide a predetermined number of picks to the player,

enable the player to make the predetermined number of picks of a plurality of the selections in the first game,

display a second game related to the first game, wherein the second game includes an advancement sequence including a plurality of advancement positions, wherein any functional symbol associated with at least one selection picked by the player in said first game determines the number of advancement positions advanced by an advancement indicator, said advancement indicator indicating an advancement position in said second game, and

provide an outcome to the player if the advancement indicator advances a predetermined number of advancement positions in the second game.

Claim 35 (previously presented): The gaming device of Claim 34, wherein at least one functional symbol includes an integer.

Claim 36 (previously presented): The gaming device of Claim 34, wherein at least one of the functional symbols associated with the selections picked by the player modifies the number of selections presented to the player to be picked.

Claim 37 (previously presented): The gaming device of Claim 34, wherein the outcome is provided to the player if the advancement indicator advances through each advancement position in the second game.

Claim 38 (previously presented): The gaming device of Claim 34, wherein the outcome includes a third game, said third game includes a plurality of selections having at least one credit symbol associated with the selections, wherein any credit symbol associated with at least one selection picked by the player in said third game indicates a number of credits provided to the player.

Claim 39 (previously presented): The gaming device of Claim 38, which includes at least one award provided to the player based on the number of credits indicated by any credit symbol associated with the selection picked by the player in the third game.

Claim 40 (previously presented): The gaming device of Claim 38, wherein the number of credits indicated by any credit symbol associated with the selections picked by the player in the third game are accumulated.

Claim 41 (previously presented): The gaming device of Claim 34, which includes an award based on the number of advancement positions advanced by the advancement indicator in the second game.

Claim 42 (previously presented): A method of operating a plurality of related games of a gaming device, said method comprising:

- (a) displaying a plurality of masked selections in a first related game;
- (b) associating at least one functional symbol with the masked selections;
- (c) enabling a player to make a predetermined number of picks of the masked selections;
- (d) determining a number of a plurality of advancement positions advanced by an advancement indicator in a second related game based on any functional symbol associated with the masked selections picked by the player in the first related game;
- (e) upon advancing a predetermined number of advancement positions in the second related game, accumulating a number of credits indicated by any of at least one credit symbol associated with at least one of a plurality of selections picked by the player in a third related game; and
- (f) providing the player at least one award based on the number of credits accumulated in the third related game.

Claim 43 (previously presented): The method of Claim 42, which includes providing the player an award upon advancement of the advancement indicator through the predetermined number of advancement positions in the second related game.

Claim 44 (previously presented): The method of Claim 42, which includes providing the player an award for advancement of the advancement indicator through a predetermined number of advancement positions in the second related game.

Claim 45 (previously presented): The gaming device of Claim 42, which includes modifying the number of selections presented to the player to be picked in the related games based on at least one of the functional symbols associated with the selections picked by the player in the related games.

Claim 46 (previously presented): The method of Claim 42, which is provided through a data network.

Claim 47 (previously presented): The method of Claim 46, wherein the data network is an internet.